

ERA III		GAME PLAY CHART																									
PREFIGHT		1. <u>PREPARE SCORECARD</u>																									
A. There are no Judges. You are the Referee and YOU score the Rounds		C. Mark Scorecard For Groove Round and Stamina Place TR in the GROOVE ROUND and LOWER the TR by "1" for earlier Rounds																									
B. Check LIFESTYLE and PRE-FIGHT TRAINING for Both Fighters		Mark the STAMINA ROUND and reduce the TR "1" for EVERY Round After																									
FIGHT		2. <u>WHO WINS CONTROL OF THE ROUND?</u>																									
A. For Fighter 1 Roll 1d6 and add the total to his/her CON Rating. Do the same for Fighter 2		B. The Fighter with highest Total (Roll + CON) WINS CONTROL OF THE ROUND																									
(If tied NEITHER FIGHTER has CONTROL. Skip Step 3 and 4. Go to Step 5 and roll on the Effective Punches Landed Chart)		A Fighter's CON may adjust during the fight. It is possible for a Fighter's CON to end up in a Negative (IE: -4). If so, that CON is subtracted from the roll.																									
		3. <u>DETERMINE THE PACE OF THE ROUND</u>																									
		For the Fighter that won CONTROL of the Round, Roll 1 d6																									
		A Roll of "1" means the pace of the Round will be "Plodding" (Slow)																									
		A Roll of "2-4" means the pace of the Round will be "Normal"																									
		A Roll of "5-6" means the pace of the Round will be "Aggressive"																									
		4. <u>FIGHTER CONTROL ADJUSTMENT #</u>																									
		Roll 1d6 and check under the current Rounds Pace for the Fighter that won the CONTROL																									
<table><tr><td><u>Die</u></td><td><u>Plodding</u></td></tr><tr><td>"1"</td><td>Minus 3 from Opponent</td></tr><tr><td>"2-4"</td><td>Minus 1 from Opponent</td></tr><tr><td>"5-6"</td><td>Minus 2 from Opponent</td></tr></table>		<u>Die</u>	<u>Plodding</u>	"1"	Minus 3 from Opponent	"2-4"	Minus 1 from Opponent	"5-6"	Minus 2 from Opponent	<table><tr><td><u>Die</u></td><td><u>Normal</u></td></tr><tr><td>"1"</td><td>Plus 3</td></tr><tr><td>"2-4"</td><td>Plus 1</td></tr><tr><td>"5-6"</td><td>Plus 2</td></tr></table>	<u>Die</u>	<u>Normal</u>	"1"	Plus 3	"2-4"	Plus 1	"5-6"	Plus 2	<table><tr><td><u>Die</u></td><td><u>Aggressive</u></td></tr><tr><td>"1"</td><td>Plus 6</td></tr><tr><td>"2-4"</td><td>Plus 4</td></tr><tr><td>"5-6"</td><td>Plus 5</td></tr></table>	<u>Die</u>	<u>Aggressive</u>	"1"	Plus 6	"2-4"	Plus 4	"5-6"	Plus 5
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# Add the Fighter Control Adjustment to the Effective Punches Landed of the Fighter who won the Round (IE: If adjustment is "Plus 1" and the Punches Landed is "18". The adjusted Effective Punches Landed is "19". If "Minus". Subtract from Opponents Effective Punches Landed																											
		5. <u>Roll On EFFECTIVE PUNCHES LANDED CHART (EPL)</u>																									
Roll 3 d6 to determine Effective Punches Landed total. Make any adjustments brought on by the FIGHTER CONTROL ADJUSTMENT		Subtract the lower Punch Total from the highest. The difference determines the score of the Round and may point you to other Charts																									
On the EFFECTIVE PUNCHES LANDED CHART a Roll of "6" triggers a Roll of a 2d6 on the FOULS, CUTS and INJURIES Chart		Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating																									
		<u>SPECIAL INSTRUCTIONS IF PLAYING DURING THE OUTLAW ERA (1876-1919)</u>																									
In The Outlaw ERA 1876 - 1919 EVERYTIME a Roll of 5 on the Effective Punches Landed Chart triggers a possible Police interuption!		Roll 2d6																									
2 or 12 = Police Stop The Show! Both Fighter's Arrested! (Roll 2d6, The total is the number of days each Fighter is in Jail!		3 - 8 = Police show up, but do not stop the show. Use the EPL Total like normal.																									
9 - 11 = Police Stop The Show! No one is arrested.																											